

INSTRUCTION BOOKLET



Delphine Software International



ELECTRONIC ARTS®

SUPER NINTENDO
ENTERTAINMENT SYSTEM

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

LICENSED BY



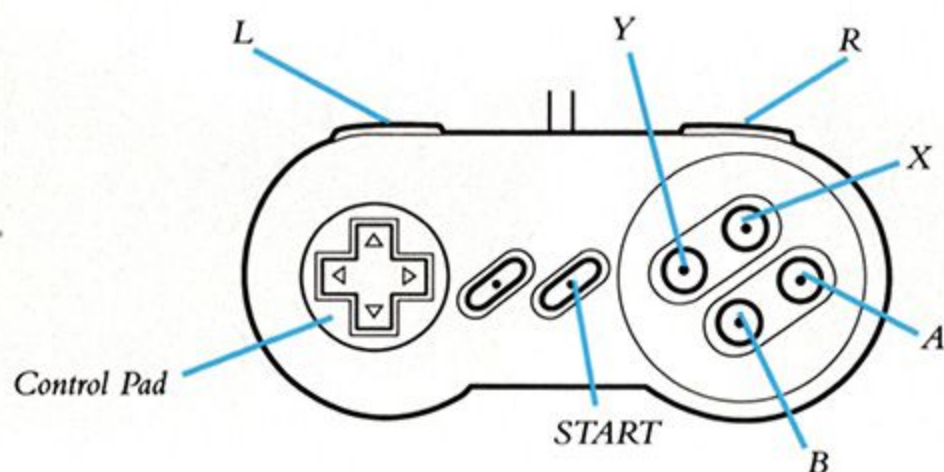
NINTENDO, SUPER NINTENDO ENTERTAINMENT SYSTEM AND THE OFFICIAL SEALS ARE REGISTERED TRADEMARKS OF NINTENDO OF AMERICA INC. ©1991 NINTENDO OF AMERICA INC.



This Official Seal is your assurance that Nintendo has approved the quality of this product. Always look for this seal when buying games and accessories to ensure complete compatibility with your Super Nintendo Entertainment System. All Nintendo products are licensed by sale for use only with other authorized products bearing the Official Nintendo Seal of Quality.



Control Summary



Power Kick	A
Fast Kick	B
Power Punch	X
Fast Punch	Y
Move Boost	L
Taunt/Kata	R
Player Movement forward/backward	Control Pad left/right
Jump Up	Control Pad up
Jump Forward/Backward	Control Pad up + left/right



Crouch	Control Pad down
Defensive Crouch	Control Pad down + left/right
Shield	Control Pad down , then L
Pause the Game during a fight	START

NOTE: These moves reflect the default controls. You can change your button configuration (see *Options* on page 10 for more information).



Table of Contents

Starting The Game.....	4
Controlling the Game.....	4
Movement	4
Fighting.....	5
The Story of Shaq-Fu.....	8
The Game Setup Screen	9
Options	10
Story Mode	12
Duels	13
Tournaments.....	15
The Fight Screen	17
Warriors of the Second world.....	18



Starting The Game

1. Turn OFF the power switch on your Super Nintendo Entertainment System®.

WARNING: Never try to insert or remove a game pak when the power is ON.

2. Make sure a Controller is plugged into the controller socket 1 on the Super NES.

If you're playing against a friend, plug the other Controller into controller socket 2.

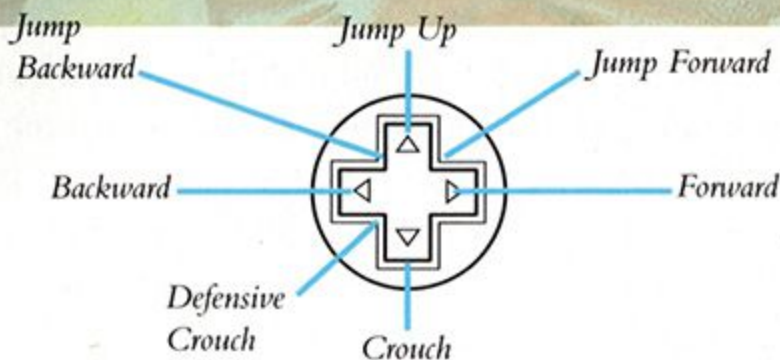
3. Insert the game pak into the slot on the Super NES. Press firmly to lock the game pak in place.
4. Turn ON the power switch. The title and credit screens appear. If you don't see them, begin again at step 1.

Controlling the Game

Movement

The diagram below shows the seven basic Control Pad positions. Variations on these basic positions can produce special moves and more complex combinations. Not touching the Control Pad at all leaves the fighter in a neutral, or ready position.





NOTE: Depending on which side of the screen you are fighting from, these positions will be reversed. These are correct for a player whose fighter stands on the left side of the screen and faces right.

- To move around the screen, press the Control Pad **left/right**. This moves your character forward or backward, depending upon your position on the screen.
- To move faster, press **L** while you press the Control Pad **left/right**.
- To jump straight up, press the Control Pad **up**.
- To jump forward or backward, press the Control Pad **up + left/right**.

The way your fighter reacts also depends on your opponent's position on the screen and what they're about to do. For example, if your opponent is far away from you and in an idle or ready position, when you press the Control Pad to move backward your fighter will just walk backward. If you are close to your opponent and they are attacking, moving backward triggers a defensive position.

Fighting

There are two basic fighting maneuvers: Punching and Kicking. Each character also has Special Moves you can discover on your



own. When you press the Control Pad together with an attack button, the move can change depending on whether you are in an offensive or defensive position, and depending upon the sequence of presses. Try a variety of combinations with each character to discover all the different moves—some characters may surprise you with a weapon as well!

Punches

- To throw a Power Punch, press **X**. Again, try pressing the Control Pad in any direction while pressing your attack buttons to see what happens.
- To throw a Fast Punch, press **Y**. You can press the Control Pad in any direction, or leave it alone while punching, to vary the move.
- To throw a Punch from a crouching position, press the Control Pad **down**, then press **X** or **Y**.
- To throw a Punch from the air, press the Control Pad **up**, then press **X** or **Y**.



Kicks

- To deliver a Power Kick, press **A**.
- To deliver a Fast Kick, press **B**. Experiment with the Control Pad to see how the kick changes.
- To deliver a Jumping-Kick, press the Control Pad **up**, then press either **A** or **B**.
- To kick from a crouching position, press the Control Pad **down**, then press **A** or **B**.

Defense

- To activate the force field shield, press the Control pad **down**, then press **L**.



- The most effective defense is one which counters an attack on the same level. For example, if your opponent hits from a standing position, defend from a standing position.

Other Moves

Each character has either a Taunt move and/or a Kata. Use these moves to aggravate your opponent.

- To make your character perform a Taunt or Kata, press **R**.



- In some cases, a different Kata can be activated by pressing **R**, then the Control Pad in some position. Experiment with the different characters.

THE STORY OF SHAQ-FU

Long ago and far away, in a place called The Second World, there ruled the heartless sorcerer Sett Ra. His hunger for power still gnawed at him even though his dominance over the Second World was unchallenged; he longed to extend his grasp to the fair First World, Earth.

Sett Ra's plan was simple. He would destroy the Pharaoh of Egypt and usurp his throne. He created a perfect assassin from his own shadow who would serve him without question. This shadow became Beast, the mightiest and most loyal of all Sett Ra's minions. Beast destroyed the Pharaoh, and the disguised Sett Ra soon sat upon his throne.

However, the Pharaoh's son Ahmet was not deceived. He brazenly confronted the powerful sorcerer, threatening to reveal him. Sett Ra called forth Beast from his shadowy other domain. Ahmet barely escaped from the palace to the Great Desert, where his grandfather, Leotsu the Wise, dwelt as a monk and hermit. Leotsu and Ahmet united with a coven of powerful wizards from the lands beyond Egypt, and their combined power was able to send Sett Ra back to the Second World, comatose and imprisoned within a rune-encrusted pyramid. He slumbered for a millennium, bound by the wrappings of a mummy.

Beast roamed the Second World, dedicated to finding and releasing his dread master. Successful at last, Beast and Sett Ra vow to



wreak havoc on those who stopped them before. They have gathered a battalion of formidable fighters to further this end.

To regain his full strength and to end his exile from the First World, Sett Ra must perform an ancient ritual upon a descendant of Ahmet. Beast has now returned from Earth with the child Nezu, a child in whose veins the royal blood runs pure. All is ready for the final cataclysmic battle—only the Chosen One can stop Sett Ra now. One who possesses strength, courage, agility, spirituality, intelligence and unsurpassed skill in the martial arts. Where will the world find such a one? Only Shaq knows.

The Game Setup Screen

From the Game Setup screen, you make your play mode selection, and can customize or change certain parts of the game. The play modes available are: DUEL, STORY, and TOURNAMENT.

DUEL is a one-on-one game mode for one or two players (see *Duels* on page 13).

STORY lets you know how Shaq got into the Second World, and takes you, as Shaq, on a dangerous quest through Sett Ra's domain.

TOURNAMENT is a two to eight player contest (see *Tournaments* on page 15). Select OPTIONS to see how you can change the game (see *Options* on page 10).





To make a selection:

1. Press the Control Pad **up/down** to highlight an option.
2. Press **START** or **A** to select a highlighted option.

If you don't make a selection, a fight demo appears. Press **START** to exit the demo and return to the Game Setup screen.

Options

To make changes and customize the game:

1. Select **OPTIONS** from the Game Setup screen. The Options screen appears.
2. Press the Control Pad **up/down** to highlight the option you want to change.
3. Press the Control Pad **left/right** to change a highlighted option.
4. Press **START** to confirm your selections and return to the Game Setup screen.



Level: There are three levels of difficulty: EASY, NORMAL, and HARD. The easier the level, the easier your opponents are to defeat. Get the full Shaq experience and go for HARD!

Music Test: This option lets you hear all the different pieces of music in the game.

- To hear the music, press **A** after selecting a number.

Sound Test: Check this option out to hear all the sound effects used in the game.

- To hear the sound effects, press **A** after selecting a number.

Audio On/Off: Turn the music and the sound effects on or off.

Time: Use this option to adjust round times in the game. Time is measured in seconds and the settings range from 10 to 300 seconds. When the Time option is OFF, fights last until one of the fighters goes down.

Game Speed: Use this option to change the speed of the game. Choose between NORMAL or FAST.

Control Setup: This option lets you change the button configuration on your controller. Configurations on both Controllers 1 and 2 can be changed.

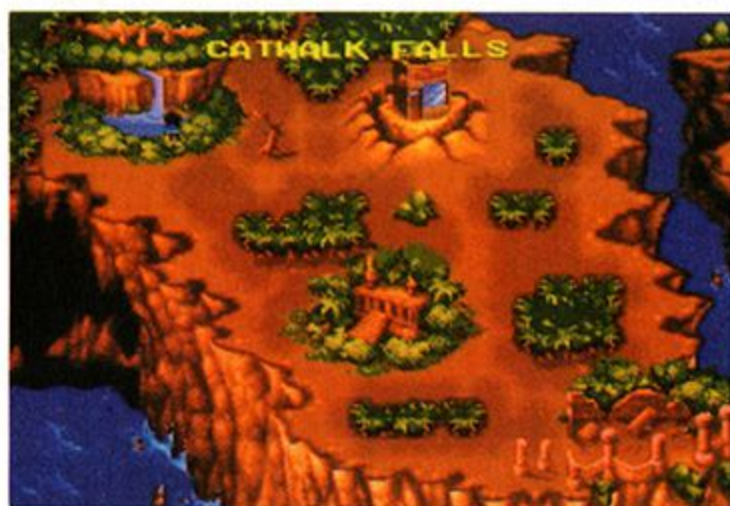
- To change the configuration, press the Control Pad **up/down** to highlight the button you want to change, then press the button you want it to be.
- To change the configuration for Controller 2, Control Pad **down** past the Controller 1 configuration menu.



Story Mode

Why is Shaq in this strange land, and why must he fight these dangerous opponents? Select this mode to discover the answers to these questions. This mode allows for one player only, and you become Shaq. After you select **STORY** from the Game Setup screen, the story begins.

- To page forward through the story, press **A**.
- To go straight to the Second World and skip the story, press **START**. (If you don't do anything, the text scrolls forward automatically.)



Second World

Once the story ends, Shaq enters the Second World through a magical portal. He finds himself on an island with different opponents awaiting him. There are three levels he must pass through before he faces the final battle, and he cannot continue on to another level until he defeats all those on the first level. Six opponents stand ready to end his journey. If he is defeated by any one of them, he can continue from where he left off



three more times. After that, the game is over and he must begin again anew.

- To select your first opponent, use the Control Pad to move Shaq around the island to the locations shown. The location's names appear on the screen when Shaq nears an entrance.
- To enter the location and begin the match, press **A** or **START** when the location name appears.
- To continue once you have been defeated, press **A** or **START** at the Continue screen before the countdown reaches 0.

Duels

Duels, which are best 2-out-of-3 contests, can be played by either 2 players "head to head" or by 1 player against the Super NES. It is possible for a character to fight a duel against him-or-herself, such as Shaq vs. Shaq. In such cases the characters will be different colors so you can tell them apart.

One Player Duels continue until you beat every character, or until you lose a best 2-out-of-three match. When you are defeated, you can continue three more times.

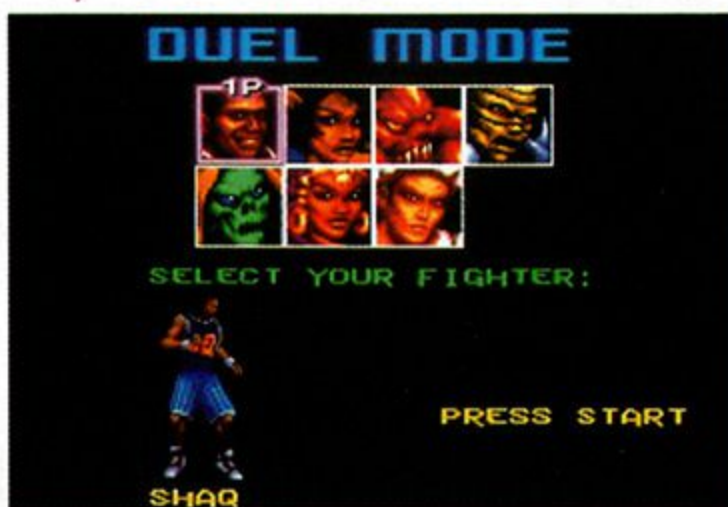
- To continue once you have been defeated, press **A** or **START** at the Continue screen before the countdown reaches 0.

To Play a One Player Duel Round:

1. Select DUEL from the Game Setup screen. The Duel Selection screen appears.



2. Press the Control Pad in any direction to move the selection box among the character portraits.
3. Press **START** to select a character in your selection box and begin the Duel. Your opponent is randomly selected.



To Play a Two Player Duel Round:

1. Select DUEL from the Game Setup screen. The Duel Selection screen appears.
2. Player 1's selection box appears. Player 2 must press **START** before Player 1. The second selection box appears.
3. Both players can now use their Control Pads to move their selection boxes and make their character selection. Both players press **START** to confirm their selection, and begin the duel.

NOTE: Player 2 presses **START** first to call up the appropriate selection box. Both players then press **START** to confirm their character selection and move to the Duel.



Handicapping a Two Player Duel

You can change the odds in a two player duel by adjusting the Handicapping meter that appears at the bottom of the screen. A yellow dot appears on the screen, placed in the center of a green line. Move the dot left or right to weaken or strengthen your own or your opponent's character.

- To move the yellow dot to the right, press **X**. The farther the dot moves from a character, the stronger that character becomes; the closer the dot, the weaker the character.
- To move the yellow dot to the left, press **Y**.
- To change the background, press **L** or **R**.

Tournaments

In Tournament mode, two to eight competitors play an elimination tournament to determine who is champion of the two worlds. Two controllers must be used, and a minimum of three characters must be selected to begin the Tournament. In this mode, the Super NES does not fight; all characters are controlled by you and your friends.

Any combination of characters can be selected, including duplicates of the same character. Duplicate characters' costumes are colored differently so you can tell them apart.





1. Select **TOURNAMENT** from the Game Setup screen. The Tournament Player Selection screen appears. Press the Control Pad in any direction to move your selection box over the character you wish to play.
2. Press **A**, **B**, **X**, or **Y** to select a character in your selection box.
3. After each player has selected the character(s) they wish to play (and at least three characters have been chosen), any player can press **START** to begin.

Tournaments are single elimination contests. If you choose eight characters (including one duplicate), the Tournament begins with a 1/4 finals round, and all upcoming matches are displayed on the 1/4 finals screen. If you choose four, you start at the 1/2 finals. Match-ups are selected randomly. Winners advance to the next round, and losers are eliminated. The winner of the final round becomes champion.



The Fight Screen



The Fight Clock

The clock appears at the top of the screen in the middle. It displays the time remaining in a fight in minutes and seconds. The clock flashes when time is about to run out.

Pausing A Fight

- To pause a fight, press **START**.

Character Info

Character info appears at the top of the screen on either side of the clock. Player 1's info appears on the left, and Player 2's on the right.

Character info consists of a character portrait, health bar, fury bar, current score, and victory tally.

Health Bar

Your character's portrait appears in the upper corner of the screen. Along with the health bar, it indicates the character's sta-



tus. As your character loses health, the portrait looks less and less healthy. Your health bar also gets shorter and shorter as your character's health decreases, and changes color from yellow (healthy) to red (not healthy).

Fury Bar

The fury bar starts to register in bright red when your character becomes infuriated by their opponent's dominance. When the bar starts to pulse and the word "FURY" appears, your character becomes more aggressive and stronger for a period of time.

Score

Your score appears just above your health bar. Your victories appear just below your health bar; an X appears in the victory tally for every fight you've won in a current match.

Winning a Fight

Fights are won either when one fighter loses all their health and their health bar is empty, or when time expires. The character with the most health left when the clock runs out, wins the fight.

Warriors of the Second world



SHAQ

AGE: 22

HEIGHT: 7'1"

WEIGHT: 301 lbs.

ORIGIN: U.S.A.



A dominating force on and off the court; Rookie of the Year, perennial all star, and founder of Shaqido...an extremely advanced form of martial art.

FAVORITE MOVE: The mighty Shaq-uriken—By summoning a devastating whirling blade, Shaq can strike evil fiercely from afar.



KAORI

AGE: 23

HEIGHT: 5'3"

WEIGHT: 123 lbs.

ORIGIN: Cimotha

Forced to obey Sett Ra's will by the power of an enchanted ring, Kaori is the martial art champion of an alien feline race.

FAVORITE MOVE: Cyclone—The force of this mighty twister leaves Kaori's opponents reeling.



VOODOO

AGE: 27

HEIGHT: 5'8"

WEIGHT: 143 lbs.

ORIGIN: Haiti

Many have fallen to Voodoo's dark magic. She uses her power to hunt Sett Ra's enemies.



FAVORITE MOVE: Eagle Claw—Out of thin air, Voodoo conjures an Eagle to damage her enemies.



RAJAH

AGE: 38

HEIGHT: 5'11"

WEIGHT: 210 lbs.

ORIGIN: Second World

A young mystic and skilled swordsman, Rajah fell prey to Sett Ra's magic while exploring the nether planes with his spirit.

FAVORITE MOVE: Sword Shockwave—By striking the ground with both swords Rajah can launch a pulsating wave of power toward his foe.



MEPHIS

AGE: Unknown

HEIGHT: 5'7"

WEIGHT: 165 lbs.

ORIGIN: Unknown

A mighty, undead sorcerer who was once Sett Ra's apprentice thousands of years ago.

FAVORITE MOVE: Lightning Jaws—Lightning is the source of Mephis' greatest power: Beware his jaws of electric fire.



**BEAST**

AGE: Eternal

HEIGHT: 6'10"

WEIGHT: 410 lbs.

ORIGIN: Unknown

Created by Sett Ra from his own shadow, Beast is the mightiest of Sett Ra's servants.

FAVORITE MOVE: Spitfire—Beast launches destruction long range with a ball of flame.

**SETT RA**

AGE: 3000

HEIGHT: 6'10"

WEIGHT: 212 lbs.

ORIGIN: Unknown

An entity of ancient evil, Sett Ra was defeated and entombed in another dimension millennia ago.

FAVORITE MOVE: Mummy Wrap—Sett unleashes tendrils of terror to smite those who oppose him.



CREDITS

Project Manager: Paul Cuisset

Game Design: Paul Cuisset

Lead Programmer: Thierry Gaerthner

Additional Programmers: Fabrice Rodet, Serge Fiedos, & Patrick Bricout

Lead Graphic Artist: Thierry Levastre

Graphic Artists: Eric Caron, Frederic Michel, Hervé Gaerthner, Michéle Bacqué, Grégory Béal, Roman Vaidi, Olivier Nicolas, Stéphane Aussel, Elie Jamaa, Laurent Dréno, Michael Douaud, Valérie Amghar, Christophe Moyne, Thierry Bansront, Fabrice Tété, Jean-Marc Timert, Cécile Thomas, & Paul Tumelaire.

Music: Raphaël Gesqua

Executive Producer: Don Traeger

Producer: Jim Rushing

Associate Producer: Greg Suarez

Assistant Producers: Jeff Brown, William Schmitt, & John Vilandré

Technical Director: John Brooks

Product Manager: Lisa Higgins

Package Design: Dave Parmley, 13th Floor

Package Art Direction: Nancy Fong

Documentation: Valerie Hanscom, & Michael Humes

Documentation Layout: Emily Favors

Testing Manager: Al Roireau

Product Testing: Jeff Brown, Curtis Cherington, Michael Kaizuka, Brian Loke, William Schmitt, John Vilandré, & Michael Yasko

Quality Assurance: Stewart Putney

Special Thanks To: Shaquille O'Neal, Management Plus, Dennis Tracey, Sarah Smith, Dany Boolauck, Anne-Marie Joassim, Leonard Armato, & David Whittaker





Front row: Paul Cuisset, Thierry Gaerthner, Thierry Levastre. Standing, left to right: Fabrice Rodet, Patrick Bricout, Frederick Mechel, Stéphane Aussel, Arnaud Carré, Thierry Bansront, Olivier Nicolas, Gregory Beal, Paul Tumelaire, Hervé Gaerthner.

Software © 1994 Delphine Software International. All rights reserved.

Manual © 1994 Electronic Arts. All rights reserved.

Delphine Software International and logo are trademarks of Delphine Software International.

Shaq and Shaq logo are registered trademarks of Mine O'Mine, Inc.

PEPSI and PEPSI-COLA are registered trademarks of PepsiCo, Inc.



Need Help? Call EA's HINTS & INFORMATION HOTLINE for recorded hints, tips, and passwords 24 hours a day, 7 days a week!

In the US, dial 900-288-HINT (4468)
75c per minute (95c for first minute).

In CANADA, dial 900-451-4873
\$1.15 (Canadian) per minute.

If you are under 18, be sure to get a parent's permission before calling. Hotline requires a Touch-Tone telephone. Call length determined by user; average length is four minutes. Messages subject to change without notice.

NOTE TO HOTLINE CALLERS:

To help you quickly locate the information you need, Electronic Arts will gladly send you printed menus. To receive a copy, please send your **name, address, title of game** you want the menu to, and the **hardware** (Genesis, Super NES, IBM, etc.) to:

Hotline Menus
P.O. Box 7578
San Mateo, CA
94403-7578

ELECTRONIC ARTS LIMITED WARRANTY

Electronic Arts warrants to the original purchaser of this Electronic Arts software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Electronic Arts software program is sold "as is," without express or implied warranty of any kind, and Electronic Arts is not liable for any losses or damages of any kind resulting from use of this program. Electronic Arts agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Electronic Arts software product, postage paid, with proof of purchase, at the Electronic Arts Warranty Department. This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Electronic Arts software product has arisen through abuse, unreasonable use, mistreatment or neglect.

LIMITATIONS — THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE ELECTRONIC ARTS. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL ELECTRONIC ARTS BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS ELECTRONIC ARTS SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

RETURNS AFTER WARRANTY — To replace defective media after the ninety (90) day warranty period has expired, send the original cartridge to Electronic Arts' address below. Enclose a statement of the defect, your name, your return address, and a check or money order for \$30.00.

Electronic Arts
Customer Warranty
P.O. Box 7578
San Mateo, California 94403-7578

If you need to talk to someone about this product, call us at (415) 578-0316 Monday through Friday between 8:30 am and 4:30 pm, Pacific Time.





ELECTRONIC ARTS®
P.O. Box 7578, San Mateo, CA 94403-7578

PRINTED IN JAPAN